AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently amended) A video game apparatus for generating, and supplying to a display, an image signal for displaying a player object and a land object existing at the foot of the player object in a virtual three dimensional space by processing image data for the player object and the land object according to a program, said video game apparatus comprising:

a player object image data generator that generates player object image data to display a player object;

a land object image data generator that generates land object image data to display a land object including one of a hollow and a hole, said land object image data containing a jump code;

a jump code detector that detects the jump code included in the land object image data for displaying the land object in the vicinity of said player;

a moving speed detector for detecting a moving speed of the player object;

a jump distance calculating circuitry for calculating a jump distance of the player object based on the moving speed; and

an animation data output circuitry outputting animation data to cause the player object to jump over one of said hollow and said hole formed by the land object image data according to said jump distance.

~~; wherein~~

~~said land object image data includes a program control code;~~

~~a program control code detector that detects a program control code included in the land object image data for displaying the land object in the vicinity of said player, and that detects when a predetermined relationship exists between the position of the player object and the land object, and~~

~~image changing circuitry to cause the image signal to change depending upon the program control code detected when said predetermined relationship is detected between the position of the player object and the land object, wherein the program control code is not visible to a user of said video game apparatus,~~

~~and further wherein an object exists at a location adjacent said land object and said image changing circuitry causes the player object to interact with said object in a manner defined by the program control code when said predetermined relationship is detected~~.

2. (Canceled)

3. (Canceled)

4. (Canceled)

5. (Canceled)

6. (Currently amended) A video game apparatus for generating, and supplying to a display, an image signal for displaying a player object and a land object existing at the foot of the player object in a virtual three dimensional space by processing image data

for the player object and the land object according to a program, said video game apparatus comprising:

a player object image data generator that generates player object image data to display a player object;

a land object image data generator that generates land object image data to display a land object including a wall surface, said land object image data containing a climb code;

a climb code detector that detects the climb code included in the land object image data for displaying the land object in the vicinity of said player;

a wall surface height calculating circuitry that calculates a height of the wall surface displayed by the land object image data;

~~A video game apparatus according to claim 5, further including wall surface height calculating circuitry, wherein when the action code is not "climb", said wall surface height calculating circuitry is operable to calculate a height of said wall surface,~~

said animation data output circuitry outputting such animation data that the player object ~~performs an action~~ climbs in accordance with the height of the wall surface.

7. (Canceled)

8. (Currently amended) A video game apparatus for generating, and supplying to a display, an image signal for displaying a player object and a land object existing at the foot of the player object in a virtual three dimensional space by processing image data

for the player object and the land object according to a program, said video game apparatus comprising:

a player object image data generator that generates player object image data to display a player object;

a land object image data generator that generates land object image data to display a land object, said land object image data containing a camera switching code;

a camera switching code detector that detects the camera switching code included in the land object image data for displaying the land object in the vicinity of said player;

a plurality of virtual cameras;

a camera switching circuitry to switch between said plurality of virtual camera depending upon said camera switching code detected by said camera switching code detector

~~A video game apparatus according to claim 7, wherein said virtual camera includes a plurality of virtual cameras, the camera control code including a camera switching code, and said camera control circuitry including camera switching circuitry to switch between said plurality of virtual camera depending upon the camera switching code~~.

9. (Canceled)

10. (Currently Amended) A video game apparatus for generating, and supplying to a display, an image signal for displaying a player object and a land object existing at the foot of the player object in a virtual three dimensional space by processing

image data for the player object and the land object according to a program, said video game apparatus comprising:

a player object image data generator that generates player object image data to display a player object;

a land object image data generator that generates land object image data to display a land object, said land object image data containing a sound switching code;

a sound switching code detector that detects the sound switching code included in the land object image data for displaying the land object in the vicinity of said player;

a sound data generator to generate sound data for a plurality of ones of sound; and

a sound switching circuitry to switch the sound data depending upon said sound switching code

~~A video game according to claim 9, wherein sound data generator can generate sound data for a plurality of ones of sound, the sound code including a sound switching code and said sound control means including sound switching circuitry to switch the sound data depending upon the sound switching code~~.

11. (Currently Amended) A video game apparatus for generating, and supplying to a display, an image signal to display a player object and a land object existing at the foot of the player object in a virtual three dimensional space by processing image data for the player object and land object according to a program, and further supplying a sound signal to sound output circuitry by processing sound data according to a program, said video game apparatus comprising:

a player object image data generator that generates player object image data to display a player object; ~~and~~

a land object image data generator that generates land object image data to display a land object including one of a hollow and a hole, said land object image data containing a jump code;

a jump code detector that detects the jump code included in the land object image data for displaying the land object in the vicinity of said player;

a moving speed detector for detecting a moving speed of the player object;

a jump distance calculating circuitry for calculating a jump distance of the player object based on the moving speed; and

an animation data output circuitry outputting animation data to cause the player object to jump over one of said hollow and said hole formed by the land object image data according to said jump distance.

~~; wherein~~

~~said land object image data includes a program control code;~~

~~a program control code detector to detect a program control code and to detect a predetermined relationship between the position of the player object and the land object; and~~

~~sound changing circuitry to cause the sound signal to change according to the program control code detected when said predetermined relationship is detected between~~

~~the position of the player object and the land object, wherein the program control code is not visible to a user of the video game apparatus.~~

12. (Cancelled)

13. (Cancelled)

14. (Cancelled)

15. (Cancelled)

16. (Cancelled)

17. (Currently Amended) A video game apparatus for generating, and supplying to a display, an image signal to display a player object and a land object existing at the foot of the player object in a virtual three dimensional space by processing image data for the player object and land object according to a program, and further supplying a sound signal to sound output circuitry by processing sound data according to a program, said video game apparatus comprising:

a player object image data generator that generates player object image data to display a player object;

a land object image data generator that generates land object image data to display a land object including a wall surface, said land object image data containing a climb code;

a climb code detector that detects the climb code included in the land object image data for displaying the land object in the vicinity of said player;

a wall surface height calculating circuitry that calculates a height of the wall surface displayed by the land object image data;

~~A memory medium according to claim 16, wherein when the action code is not "climb", a wall surface height calculating program is further comprised to calculate the wall surface height,~~

~~the~~ an animation data output program outputting such animation data that the player object performs an optimal action depending upon the wall height.

18. (Cancelled)

19. (Currently Amended) A video game apparatus for generating, and supplying to a display, an image signal to display a player object and a land object existing at the foot of the player object in a virtual three dimensional space by processing image data for the player object and land object according to a program, and further supplying a sound signal to sound output circuitry by processing sound data according to a program, said video game apparatus comprising:

a player object image data generator that generates player object image data to display a player object;

a land object image data generator that generates land object image data to display a land object including a wall surface, said land object image data containing a camera switching code;

a camera switching code detector that detects the camera switching code included ni the land object image data for displaying the land object in the vicinity of said player;

a plurality of virtual cameras; and

~~A memory medium according to claim 18, wherein said virtual camera includes a plurality of virtual cameras, the camera control code including a camera switching code, and the camera control program including~~ a camera switching program to switch between said plurality of virtual cameras depending upon said camera switching code detected by said camera switching code detector.

20. (Cancelled)

21. (Currently Amended) A video game apparatus for generating, and supplying to a display, an image signal to display a player object and a land object existing at the foot of the player object in a virtual three dimensional space by processing image data for the player object and land object according to a program, and further supplying a sound signal to sound output circuitry by processing sound data according to a program, said video game apparatus comprising:

a player object image data generator that generates player object image data to display a player object;

a land object image data generator that generates land object image data to display a land object, said land object image data containing a sound switching code;

a sound switching code detector that detects the sound switching code included in the land object image data for displaying the land object in the vicinity of said player;

a sound data generator to generate sound data for a plurality of ones of sound; and

~~A memory medium according to claim 20, wherein the sound data generating program generates sound data of a plurality of sounds, the sound code including the sound switching code, and the sound control program including~~ a sound switching program to switch the sound data depending upon the sound switching code.

22. - 54. (Cancelled).